ANDREW JORDAN

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SUMMARY

Passionate sound designer, editor, mixer, composer, and recording engineer with over three years of AAA gaming experience and six years of hands-on education. Deeply fascinated with the creation of sound effects and immersive music, and committed to bringing visuals to life with audio, as well as just generally making cool sounds. Dedicated, detail-oriented, and hard-working.

SKILLS

Sound Design
Technical Sound Design (Wwise, FMOD, Unreal, Unity)
DAWs (Reaper, Ableton, Pro Tools)
Sound Editing
Sound Mixing
Music Composition
Project Management (Jira, Confluence, Perforce)
Organization

EXPERIENCE

Associate Sound Designer / ZeniMax Online Studios - Hunt Valley, MD (Hybrid) *07/2023 - 07/2026*

- Designed thousands of sound effects using Reaper for many aspects of *The Elder Scrolls Online* (ESO), including boss battles, dungeons, quests, game modes, custom actions, polymorphs, furnishing items, and more. Shipped 12 consecutive updates for the live service MMORPG with over 3 million monthly players.
- Integrated all of these sounds using Wwise and ESO's proprietary engine, utilizing different problem-solving techniques and various implementation methods between the two programs.
- Worked and adapted with a changing mix hierarchy within Wwise that heavily involved HDR. Mixed new sounds into the project accordingly with its increasing dynamic range.
- Managed the robust and unique sound palette for dozens of player-favorite mounts and pets.
- Collaborated closely with numerous development teams to ensure all new sounds complimented and built on the existing expansive world of the *Elder Scrolls* franchise.

Junior Sound Designer / Digital Extremes - London, Ontario, Canada (Remote) *11/2022 - 02/2023*

- Created and implemented sound design for *Warframe* to provide the player with riveting, memorable gameplay; this included both sound effects and zone ambience.

Podcast Editor & Mixer / WBT Productions - Los Angeles, CA (Remote) *10/2019 - 03/2020*

- Arranged, edited, and mixed provided sound effects, foley, dialogue, and music to create an immersive experience for listeners of the story-based podcast *Hoshruba*.

Dialogue Editor / One Man Band Productions - Kernersville, NC (Hybrid) *01/2018 - 04/2018*

- Edited and mastered thousands of bits of dialogue for a video game script.

EDUCATION

Diploma with Honors: Sound Design for Visual Media
Vancouver Film School

A.A.S.: Entertainment Technology: Recording Engineering
Guilford Technical Community College